

GAME BOY ADVANCE™

AGB-AG5P-EUR

Super

GHOUL'N GHOST'

TM

CAPCOM®

Instruction Booklet

LICENSED BY



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DIESSES QUALITÄTSSIEGEL IST DIE GARANTIE DAFÜR, DASS SIE NINTENDO-QUALITÄT GEKAUFT HABEN. ACHTEN SIE DESHALB IMMER AUF DIESSES SIEGEL, WENN SIE SPIELE ODER ZUBEHÖR KAUFEN, DAMIT SIE SICHER SIND, DASS ALLES EINWANDFREI ZU IHREM NINTENDO GAME BOY-SYSTEM PASST.

QUESTO SIGILLO È LA TUA GARANZIA CHE NINTENDO HA VALUTATO ED APPROVATO QUESTO PRODOTTO. RICHIEDILO SEMPRE ALL'ACQUISTO DI GIOCHI ED ACCESSORI PER ASSICURARE LA COMPLETA COMPATIBILITÀ CON IL TUO SISTEMA GAME BOY.

ESTE SELLO ES TU SEGURO DE QUE NINTENDO HA APROBADO LA CALIDAD DE ESTE PRODUCTO. BUSCA SIEMPRE ESTE SELLO CUANDO COMPRES JUEGOS Y ACCESORIOS PARA ASEGUARTE UNA COMPLETA COMPATIBILIDAD CON TU GAME BOY SYSTEM.

DIT ZEGEL WAARBORG'T U, DAT DIT PRODUKT DOOR NINTENDO IS GECONTROLEERD EN DAT HET QUAA CONSTRUCTIE, BETrouwbaarheid EN ENTERTAINMENTWAARDE VOLLEDIG AAN ONZE HOGE KWAALITEITSEISEN VOLDOET. LET BIJ HET KOPEN VAN SPELLEN EN ACCESSOIRES ALTIJD OP DIT ZEGEL, ZODAT U VERZEKERD BENT VAN EEN GOED WERKEND GAME BOY-SYSTEEM.

DENNA ETIKETT GARANTERAR ATT NINTENDO STÅR FÖR PRODUKTENS KVALITET. KONTROLLERA ATT ETIKETTEN FINNS PÅ SPEL OCH TILLBEHÖR DU KÖPER FÖR ATT FÖRSÄKRA DIG OM ATT DE ÄR KOMPATIBLA MED GAME BOY.

DETTE SEGL GARANTERER, AT NINTENDO HAR GODKENDT KVALITETEN AF DETTE PRODUKT. SE ALTID EFTER DETTE SEGL, NÅR DU KØBER SPIL OG TIBEHØR, SÅ DU ER SIKKER PÅ FULD KOMPATIBILITET MED DIT GAME BOY.

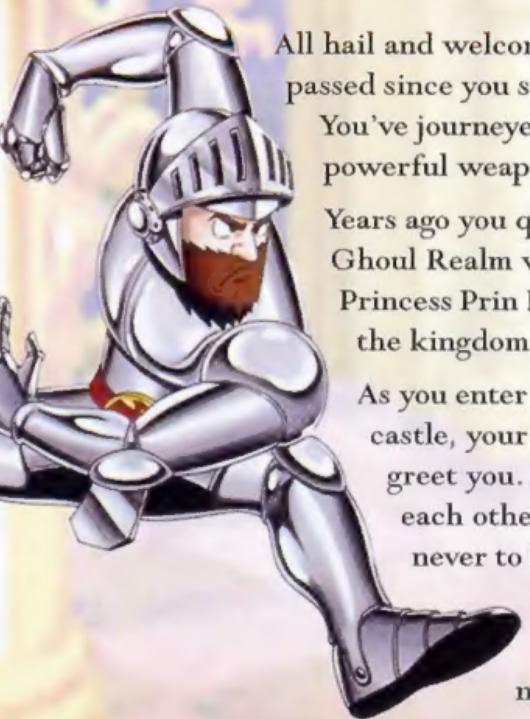
TÄMÄ TARRA VAKUUTTAA, ETTÄ NINTENDO ON HYVÄSYNTÄ TÄMÄN TUOTTEEN LAADUN. TARKISTA AINA TÄMÄ TARRA ENNEN KUIN OSTAT PELEJÄ JA MUITA TARVIKKEITA, JOTTA SAAT VARMASTI GAME BOY YHTEENSOPIVIA TUOTTEITA.

The cover art features Arthur, the knight protagonist, in full armor, standing in a dynamic pose with his fist raised. He is set against a background of fiery, hellish flames and skeletal remains. In the upper left corner, the title 'Super Ghouls 'n Ghosts' is displayed in its signature stylized font, with 'Super' above 'Ghouls 'n Ghosts'. The CAPCOM logo is in the top right corner. The word 'CONTENTS' is prominently displayed in large red letters in the center-left area of the cover.

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A MONSTROUS DEED!



All hail and welcome, dauntless knight! Four years have passed since you set off on yet another perilous quest.

You've journeyed far over the world, seeking the powerful weapons of White Magic!

Years ago you quelled the terrifying phantoms of the Ghoul Realm who hexed the earth, and rescued Princess Prin Prin. But now, on the eve of your return, the kingdom is shrouded under an eerie spell.

As you enter the main hall of your newly restored castle, your beloved Princess Prin Prin rushes to greet you. It's been such a long time! You fall into each other's arms. But just as you're about to vow never to leave her again, a monstrous thing happens!

A horrible creature rises up from nowhere and snatches Princess Prin Prin away to the slimy crypts of the phantom Zone.

The Ghoul Realm has revived, and the Creatures of the Undead haunt the land!

Once again you must survive the dangerous journey into the depths of the Ghoul Realm. You must stalk the undead through overwhelming terrors—horrid ectoplasms and deadly ghouls, swirling vampires and voracious plants. The earth may crack and the seas may swell! The fiends of darkness may engulf you! But your courage and skill will keep you moving. And on the path, a mighty weapon—White Magic—awaits!



GETTING STARTED

1. Insert the **SUPER GHOULS 'N GHOSTS** Game Pak into the Game Boy Advance™ unit.
2. Turn on the power.
3. Watch the game demo for tips.
4. When ready, press START to reveal the Title Screen.
5. Use the Control Pad to highlight a game mode and press START or the A Button.



GAME MODES

ORIGINAL MODE — Play the original Super Nintendo classic.

ARRANGE MODE — A new mode especially for Game Boy Advance™. After clearing one stage, you can select the next. The color of the frame shows its game level:

BLUE .. NORMAL
YELLOW .. DIFFICULT
RED .. VERY DIFFICULT

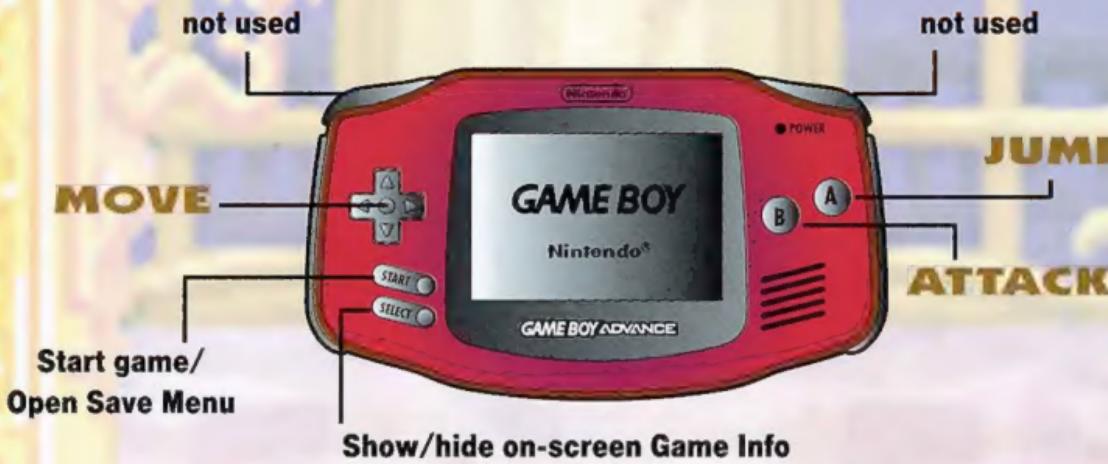
Check it out — you might find some stages you haven't seen before.

NEW GAME — Start a new game.

LOAD GAME — Take up a previously saved game at the point where you saved it. You can have only one save game per mode (one save for Original Mode and one save for Arrange Mode).

OPTIONS — Adjust the game level and switch the Jump and Shot buttons (see page 27).

DEFAULT CONTROLS



MENU CONTROLS

- Control Pad Highlight selection
- A Button Confirm selection
- B Button Cancel selection

ARTHUR'S KNIGHTLY MOVES

RUN

Press the **CONTROL PAD** to run back and forth. Press to duck.

CLIMB

Press to climb up and down ladders.

JUMP

Press **JUMP** to jump, and use the **CONTROL PAD** to direct your landing.

DOUBLE JUMP

Jump even farther! Press **JUMP** again in the middle of a jump. Use the **CONTROL PAD** to change direction in mid air!

STAB, SLASH & HURL YOUR WEAPON

Press **ATTACK**.

WHITE MAGIC

When Arthur is wearing the Golden Armor, hold down and then release **ATTACK** to use White Magic.



GAME SCREEN



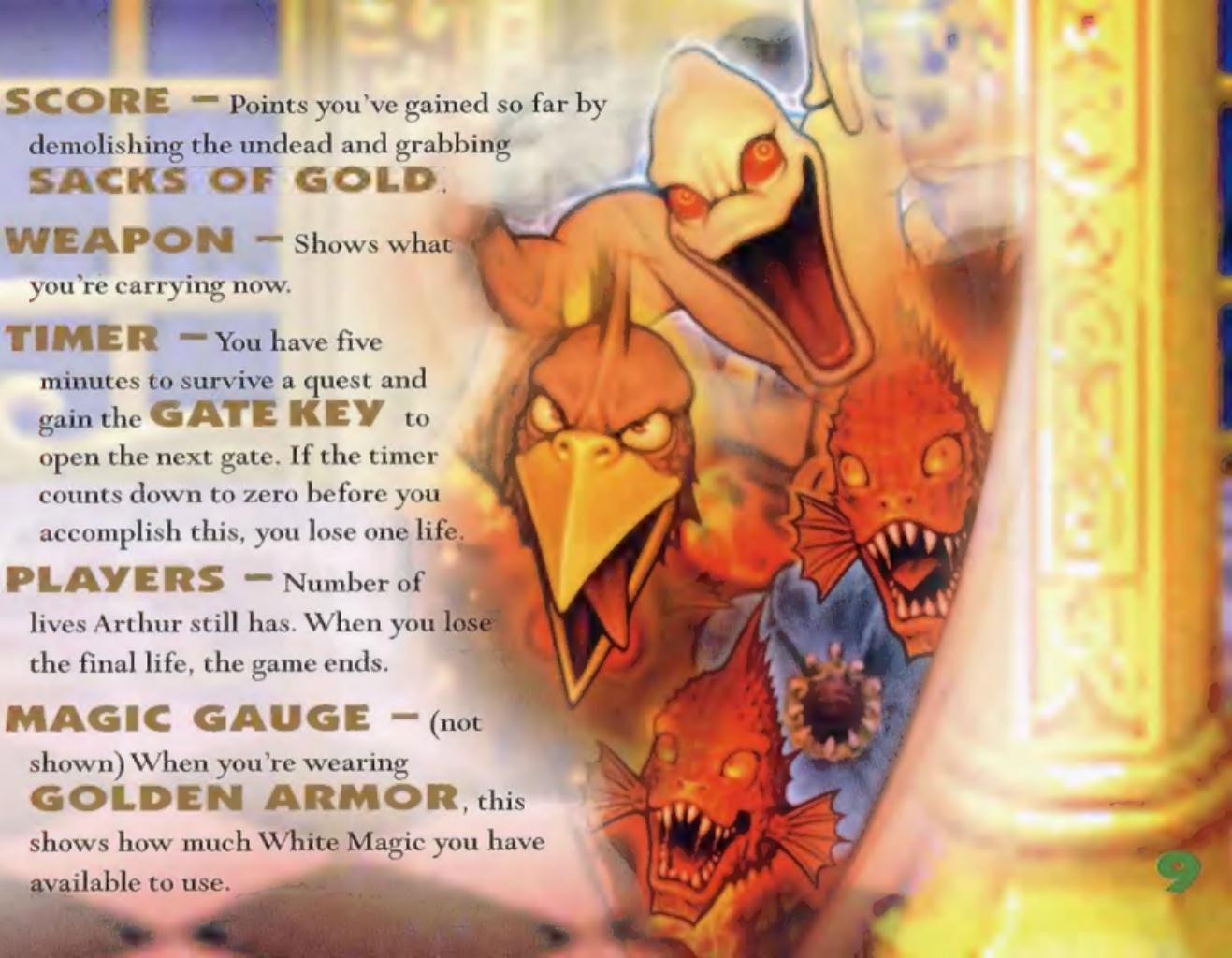
SCORE — Points you've gained so far by demolishing the undead and grabbing **SACKS OF GOLD**.

WEAPON — Shows what you're carrying now.

TIMER — You have five minutes to survive a quest and gain the **GATE KEY** to open the next gate. If the timer counts down to zero before you accomplish this, you lose one life.

PLAYERS — Number of lives Arthur still has. When you lose the final life, the game ends.

MAGIC GAUGE — (not shown) When you're wearing **GOLDEN ARMOR**, this shows how much White Magic you have available to use.



TREASURES

As you dash through lands thick with doom, vanquishing ghouls left and right, you'll find many treasures that help you on your quest!

POTS



Many defeated enemies toss away **POTS** as they vanish into thin air. **POTS** can hold extra lives, bonuses or weapons. Don't pass them by!

TREASURE CHESTS

Keep your eyes peeled for locked **TREASURE CHESTS** that suddenly appear. Shatter them with your weapon, but be wary! A treasure, a trap, or the Conjuror could pop out. Take the treasure. A trap could take one of Arthur's lives! If the Conjuror appears, it's back to diaper days for Arthur (just for a little bit).



SACKS OF GOLD

Snatch these up for extra points.



GATE KEYS

At the end of every level You face a Gate Guardian. Defeat this boss and take its **GATE KEY**, the only way to enter the next level.



ARMOR & SHIELDS

Bust open Treasure Chests to release suits of **ARMOR**. Run over the **ARMOR** to put it on.

ARMOR

STEEL ARMOR

— Arthur's first armor, which protects him from one hit.. He always has **STEEL ARMOR** in reserve.



BRONZE ARMOR — This armor protects Arthur from one hit and gives him the power to use the Weapons of Enchantment..

GOLDEN ARMOR

— Arthur's most powerful armor has the virtues of **STEEL** and **BRONZE** **ARMOR**, plus empowers him to use **SHIELDS** and summon White Magic!



SHIELDS

MOON SHIELD

— This protection blocks one enemy projectile

SUN SHIELD

— This glowing shield blocks three enemy shots and empowers Arthur to invoke White Magic in a flash by rapidly filling up the Magic Gauge.

WEAPONS

Arthur can swoop up many different fearsome instrument of assault. Run over a weapon to pick it up. When Arthur gains a new weapon, he loses the old one.

LANCE — Arthur's basic weapon. It flies straight ahead when hurled.



DAGGER — Not much power but it's quick! You can throw three at a time.

CROSSBOW — Fires two arrows at once in a diagonal array.



TORCH — When dropped, it sets a small fire that scorches the ground.



AXE — Fires forward in a spiral and chops through a large area.



SCYTHE — Glides along the ground when thrown. Hurl this curved blade downward when standing on stone pillars.

TRIBLADE — When thrown, this blade fires up, ricochets and then flies out in front of you. It slices through all it touches before returning to Arthur's hand.



ULTIMATE WEAPON — A mysterious weapon, possibly powerful enough to wipe out the entire Demon Force.

WEAPONS OF ENCHANTMENT

Special weapons become available when Arthur is wearing **BRONZE** and **GOLDEN ARMOR**

FLAMING LANCE — A more powerful lance that leaves a trail of flames in its wake!

MAGIC DAGGER — This enchanted dirk leaves a trail of magical light as you hurl three at once!

MAGIC CROSSBOW — This charmed armament fires three magical arrows at once, that seek and find their own targets!

MAGIC TORCH — Smash this on the ground to shoot a tower of flame into the air. You can use two at a time.

HEFTY AXE — An even more lethal version of the smaller Axe.

MAGIC SCYTHE — This enchanted weapon is more powerful than its non-magical counterpart.

SHURIKEN — This incredibly fast blade slices through all obstacles on its flight back to Arthur's hand.

WHITE MAGIC!

Once Arthur puts on the **GOLDEN ARMOR**, a Magic Gauge appears next to the weapon display. Hold down **ATTACK** to energize the gauge and display a magic symbol for the weapon you're using. Release **ATTACK** to unleash the power of White Magic!

Note: You can't use White Magic mid-jump or while on a ladder.

FLAMING LANCE — THUNDER MAGIC Lightning bolts pierce the air in three simultaneous strikes that tear through solid objects!

MAGIC DAGGER — FIRE DRAGON MAGIC A fearsome dragon annihilates all creatures as it soars across the land!

MAGIC CROSSBOW — SEEK MAGIC Unearth all hidden treasures!

MAGIC TORCH — SHIELD MAGIC A trio of glowing orbs protects you!

HEFTY AXE — TORNADO MAGIC A deadly burst of electricity flames in all directions!

MAGIC SCYTHE — TORNADO MAGIC Twin swirling tornadoes twist everything in their deadly path!

SHURIKEN — NUCLEAR MAGIC BLAMMO!

MONSTERS!



ONE HORNED DEMON

Twice the size of Arthur, it commands massive power. It has incredible jumping power, rising high into the air to land on and squash its opponents!

DRAGON

If someone invades the Dragon's lair, it aggressively attacks until the enemy is pulverized! It staggers enemies with its long body and spews fire from its gigantic mouth.





BALBAROSA

This huge cave-dwelling monster is an extremely violent creature that gobbles everything in its path. Its body armor of hard scales give it incredible endurance.

His power and speed easily outdo any human. He is the leader of all Red Armors—and may well be the creator of the Red Arimar.

RED ARMOR JOKER



GHoul REALM

QUEST 1: THE DEAD

PLACE

THE HAUNTED GRAVEYARD —

From this forgotten cemetery zombies arise to attack the living! Only the brave of heart will survive a journey through this cursed land!

THE FOREST OF FEAR — Inside this dark tangle of branches lies the ruins of an ancient castle. Within its walls grows an unearthly plant that feeds on whoever or whatever passes through its domain!

QUEST 2: THE ROTTING

SEA

THE GRAVEYARD OF SHIPS —

Long ago this thriving harbor was home to hundreds of sea-faring men, but now the entire port is laid to waste and only the ghouls remain!

THE SEA OF DESPAIR — Between the human world and the Phantom Zone lies the Sea of Despair. Its storm-tossed seas have caused the

heartiest of adventurers to go insane.

QUEST 3: VERMILION

HORROR

CRUCIBLE OF FLAME — Deep within the earth the flame of evil brightly burns. Its glow forebodes despair and darkness to all who venture near.

TOWERS OF MOLTEN STEEL —

The sight of the double towers strikes terror into the hearts of lesser men. Within these walls, the ghouls of the Phantom Zone practice their darkest evils!

QUEST 4: THE GHOUl'S STOMACH

To enter the frozen lands of the Emperor of Evil, you must first pass through the vile Ghoul's Stomach. Tough it out!!

QUEST 5: THE DEEP CHILL ICE FOREST —

Blizzards constantly blow in

this frozen world. Many have tried to conquer this land. None have yet returned!

ICE WALL — A wall of sheer ice surrounds the palace of the Emperor of Evil. All unfortunate knights who have previously attempted to scale the ice have met with doom!

QUEST 6: THE EMPEROR'S CASTLE

The entrance to the castle holds many traps. Pay close attention for disaster can strike rapidly!

QUEST 7: HALLWAY OF GHOULS

A few hundred yards ahead lies the throne room of the Emperor. Only a hideous gauntlet of ghouls stands in your way!

QUEST 8: THE THRONE ROOM

Inside, Sardius awaits! Only the power of Guinevere's enchanted bracelet can destroy the Emperor of Evil!

GAME OVER

Willy nilly, Arthur's chilly! His **STEEL, BRONZE** and **GOLDEN ARMOR** protect him by taking the first hit and then falling off. Then only his underwear remains. One more hit and the knight's over. Arthur loses one life.



The game ends when Arthur loses all his lives.



CONTINUING YOUR GAME

When the game ends, the Continue Screen shows up. Select CONTINUE and press **START** or the **A BUTTON** to keep playing. (Choose END to quit the game.)

Hint 1: The more **SACKS OF GOLD** you collect, the more Continues you get.

Hint 2: In Original Mode, the amount of money you can collect depends on your game level.



SAVE/LOAD

SAVE

Press START during a game to enter the Save Menu.

Select SAVE with the **CONTROL PAD** and press **START** or the **A BUTTON**. (Choosing EXIT takes you back to the game.)

Select OK on the Save Confirmation Menu (selecting NO cancels the save). The menu shows the stage, Arthur's condition, the game level and your score. This is what you'll have when you resume the game with LOAD.

LOAD

Select LOAD GAME from the Title Screen to resume a saved game. You will start a stage either at the beginning or at the second half, depending on where you saved.

Note: You must have saved game data in order to use the LOAD GAME option.



OPTIONS

Press SELECT or the **CONTROL PAD** **↑/↓** to highlight a game option. Press **↔** to change a setting.

GAME LEVEL — How tough can you stand it? (Remember: you cannot change the level in Arrange Mode.)

KEY CONFIGURATION

— Switch the **JUMP** and **ATTACK** buttons.

EXIT — Close the Options Screen.



QUESTING TIPS

A new weapon always replaces an old one. Don't pick up a new weapon unless it's more powerful or you like it better than the one you already have.

Learn which weapons must run their course before you can hurl another. These leave you unprotected for a short time, so be ready to jump or duck!

Search carefully for hidden **TREASURE CHESTS** and find out what they hold. Without the weapons and armor they conceal, Arthur doesn't stand a chance of finding Guinevere. Be wary — some hold dangers!

It takes a double-jump to leap from ledge to ledge or across large chasms. First, jump into the air. At the top of your jump, press **JUMP** again. Practice to get the timing just right.

Watch for the Fairies. They can give you a powerful weapon that you must have to finish your quest.

Consumer Information and Precaution

READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES



WARNING – BATTERY PRECAUTIONS

FAILURE TO FOLLOW THE FOLLOWING INSTRUCTIONS MAY CAUSE THE BATTERIES TO MAKE "POPPING" SOUNDS AND LEAK BATTERY ACID RESULTING IN PERSONAL INJURY AND DAMAGE TO YOUR GAME BOY ADVANCE OR ACCESSORY. IF BATTERY LEAKAGE OCCURS, THOROUGHLY WASH THE AFFECTED SKIN AND CLOTHES. KEEP BATTERY ACID AWAY FROM YOUR EYES AND MOUTH. CONTACT THE BATTERY MANUFACTURER FOR FURTHER INFORMATION.

1. For Game Boy Advance use only alkaline batteries. Do not use carbon zinc or any other non-alkaline batteries.
2. Do not mix used and new batteries (replace all batteries at the same time).
3. Do not put the batteries in backwards (positive [+] and negative [-] ends must face the proper direction). The supply terminals are not to be short-circuited.
4. Do not leave used batteries in the Game Boy Advance.
5. Do not mix battery types (do not mix alkaline and carbon zinc batteries or mix different brands of batteries). Use only batteries of the same or equivalent type as recommended.
6. Do not leave batteries in the Game Boy Advance or accessory for long periods of non-use.
7. Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy Advance, always slide the power switch OFF.
8. Do not dispose of batteries in a fire.
9. Do not use rechargeable type batteries such as nickel cadmium. Non rechargeable batteries are not to be recharged.
10. Do not use a battery if the plastic cover has been torn or compromised in anyway.
11. Do not insert or remove batteries while the power is ON.
12. GENERAL NOTE: Rechargeable batteries are to be removed before charging. Rechargeable batteries are only to be recharged under adult supervision.

WARNING – REPETITIVE MOTION INJURIES

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

WARNING – SEIZURE

Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. STOP PLAYING IMMEDIATELY and consult a doctor if you or your child have any of the following symptoms: Convulsions, Eye or muscle twitching, Loss of awareness, Altered vision, Involuntary movements, Disorientation.

TO REDUCE THE LIKELIHOOD OF A SEIZURE WHEN PLAYING VIDEO GAMES:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

A AVERTISSEMENT – Avertissement sur les Traumatismes dus à des Mouvements Répétés

Jouer aux jeux vidéo pendant plusieurs heures peut fatiguer vos muscles, articulations ou même votre peau. Suivez les instructions suivantes pour éviter des problèmes de tendinite, le syndrome Carpal Tunnel ou des irritations de l'épiderme.

- Faites une pause de 10 à 15 minutes toutes les heures de jeu, même si vous sentez bien.
- Si vos mains, poignets ou bras sont fatigués ou douloureux quand vous jouez, reposez-vous plusieurs heures avant de recommencer à jouer.
- Si la fatigue ou douleur persiste, consultez un médecin.

A AVERTISSEMENT – Avertissement sur l'épilepsie

I – Précautions à prendre dans tous les cas pour l'utilisation d'un jeu vidéo

- Evitez de jouer si vous êtes fatigué ou si vous manquez de sommeil.
- Assurez-vous que vous jouez dans une pièce bien éclairée en modérant la luminosité de votre écran.
- Lorsque vous utilisez un jeu vidéo susceptible d'être connecté à un écran, jouez à bonne distance de cet écran de télévision et aussi loin que le permet le cordon de raccordement.
- En cours d'utilisation, faites des pauses de dix à quinze minutes toutes les heures.

II – Avertissement sur l'épilepsie

Certaines personnes sont susceptibles de faire des crises d'épilepsie comportant, le cas échéant, des pertes de conscience à la vue, notamment de certains types de stimulations lumineuses fortes: succession rapide d'images ou répétition de figures géométriques simples, d'éclairs ou d'explosions. Ces personnes s'exposent à des crises lorsqu'elles jouent à certains jeux vidéo comportant de telles stimulations, alors même qu'elles n'ont pas d'antécédent médical ou n'ont jamais été sujettes elles-mêmes à des crises d'épilepsie.

Si vous-même ou un membre de votre famille avez déjà présenté des symptômes liés à l'épilepsie (crise ou perte de conscience) en présence de stimulations lumineuses, consultez votre médecin avant toute utilisation.

Les parents se doivent également d'être particulièrement attentifs à leurs enfants lorsqu'ils jouent avec des jeux vidéo.

Si vous-même ou votre enfant présentez un des symptômes suivants: vertige, trouble de la vision, contraction des yeux ou des muscles, trouble de l'orientation, mouvement involontaire ou convulsion, perte momentanée de conscience, il faut cesser immédiatement de jouer et consulter un médecin.

NOTES

Game Boy Advance Game Pak conforms to:
Game Boy Advance Game Pak geprüft nach:
Game Boy Advance Game Pak en accord avec:
Game Boy Advance Game Pak getest volgens:
Game Boy Advance Game Pak cumple:
Game Boy Advance Game Pak è conforme a:
Game Boy Advance Game Pak uppfyller kraven enligt:
Game Boy Advance Game Pak opfylder kravene til:
Game Boy Advance Game Pak täyttää seuraavat vaatimukset:
Game Boy Advance Game Pak passer sammen med:

- TOY Directive (88/378/EEC) EN50088, EN71 Part 1, 2, 3
- EMC Directive (89/336/EEC)



D-63760 Großostheim

PLEASE RETAIN THE PACKAGING. VERPACKUNG AUFHEBEN.
CONSERVER L'EMBALLAGE. BEWAAR DEZE VERPAKKING.
POR FAVOR GUARDA ESTA CAJA. ΔΙΑΤΗΡΗΣΤΕ THN ΣΥΣΚΕΥΑΣΙΑ.
FAVOR GUARDAR A EMBALAGEM. SPARA FÖRPACKNINGEN.
GEM EMBALLAGEN. SÄILYTÄ PAKKAUS.
CONSERVA QUESTO INVOLUCRO.



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